

# Gadget slash Toy assignment

(20 points)

Due:

*2<sup>nd</sup> class, week 06, beginning of class.*

In the spirit of product visualization and imaging, you will create, (individually this time), a model of a gadget or toy for print or other high resolution delivery.

This toy/gadget can be simple to complex, but should challenge you to accurately (re)create a physical-world object in 3D.

The construction of this object should include mechanical shapes as well as more complex, “organic” curves and smooth edges.

For final delivery you will need:

1. A single document (like a Power Point) or self-contained interactive website\* describing your process of construction.
  - a. *\*If you create a website using Dreamweaver, for instance, you will need to place all of your pages and images in a single folder with links to that folder.*
  - b. In this document you should show us the following (through text and images) –
    - i. Your reference images (5%)
    - ii. How you began (5 %)
    - iii. At least four in-progress shots or screen grabs (10%)
    - iv. Six renders (60% – 10% each)
      1. **Full shot, Final Wire-frame** on ambient occlusion, ***Smoothing ON***, Angle 01.
      2. **Full shot, Final Wire-frame** on ambient occlusion and ***Smoothing OFF***, Angle 01.
      3. **Full shot, Final Wire-frame** on ambient occlusion, ***Smoothing ON***, Angle 02.
      4. **Full shot, Final Wire-frame** on ambient occlusion and ***Smoothing OFF***, Angle 02.
      5. **Detail, Final**, ambient occlusion or gray matte, ***Smoothing ON***.
      6. **Artists Choice**.  
*All final renders should be HD size: 1920X1080*
    - v. At least 3 discoveries or solutions to problems found while working on this project (9%)
  - c. This document (or website, etc.) should be included in a folder labeled:
    - i. “*Lastname\_Firstname\_Gadget*” (3%)
  - d. And it should include your final Max project file, capable of being opened on the schools’ machines. (6%)

2. Extra Credit points can include:
  - a. Clear, appropriate texturing and lighting (**up to 10%**)
  - b. A turn around animation of 360 frames, completing one full circle (**up to 5%**)
  - c. A clear, articulate and informative professional *volunteered* presentation (**up to 10%**)